

Sound 2025 : RRREPURPOSE

LCB Depot's exhibition & events programme highlights work from different creative practices every month.

This month the focus is on sound and music from experimental audio to live music. Exhibitions and events run from **1st - 19th September 2025**

Find out more [@lcbdepot](https://www.instagram.com/lcbdepot) or at lcbdepot.co.uk/event/sound2025



RAM Poems

Björn Larsson

RAM Poems is a sound-based piece that explores the Random Access Memory (RAM) of the Nintendo Game Boy. When powered on, the Game Boy system does not clear its RAM, leaving behind traces of its internal state: ghost data, electrical noise, and fragmented bytes from its previous session. These leftover bits form a unique pattern for every Game Boy — a kind of fingerprint shaped by randomness and entropy.

RAM Poems does not overwrite or sanitize this memory. Instead, it passes the contents directly into the Game Boy's built-in sound hardware, transforming forgotten memory into sound. The machine is given a voice, a poem from memory.

The work embraces the unexpected and the unintended, inviting listeners to hear the poetry encoded in technological detritus.

Artist Bio

Björn Larsson is a hacker and artist working at the intersection of technology and art. With a background in software development and many years as a DIY musician, his practice explores sound creation through both digital and analogue devices — old and new. RAM Poems marks his first step into the art world and is an investigation into obsolete technology, the traces it leaves behind, and how these remnants can be reimagined as tools for creative expression.

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